

IN THE CLAIMS

1. (Currently Amended) A system comprising:
a controller configured to select an identifier associated with a media object and to
send a request to play the media object identified by the identifier, wherein the
controller sends the request by wirelessly transmitting the request having the
identifier stored in the controller over a first network, the first network being a
wireless communication medianetwork; and
an appliance configured to receive the request having the identifier from the
controller over the wireless communication medianetwork, to determine
whether the identified media object is stored in the appliance, to retrieve the
media object from a first server via a second network different than the first
network connection when the media object is not stored in the appliance, and
to play the media object in response to the request.
2. (Canceled)
3. (Original) The system of claim 1, wherein the controller and the first server are
synchronized on a predetermined time period.
4. (Original) The system of claim 3, wherein the first server stores the media objects
corresponding to the identifiers stored in the controller.
5. (Original) The system of claim 1, wherein the media object is retrieved from the first
server using the identifier received from the controller.

6. (Original) The system of claim 1, further comprising a second server coupled to the network, the second server storing at least the media objects stored in the first server.
7. (Original) The system of claim 6, wherein the appliance is further configured to retrieve the media object from the second server when the media object is not found in the first server.
8. (Original) The system of claim 7, wherein the media object retrieved from the second server is in a decrypted form.
9. (Original) The system of claim 7, wherein the media object retrieved from the second server is in an encrypted form.
10. (Original) The system of claim 9, wherein a decryption key for the media object is stored in the controller.
11. (Original) The system of claim 10, wherein the decryption key is stored in the controller after the controllers sends a payment information to the second server.
12. (Original) The system of claim 11, wherein the appliance receives the decryption key from the controller to decrypt the media object.
13. (Original) The system of claim 1, wherein the identifier is selected by selecting a visual representation of the identifier.

14. (Original) The system of claim 13, wherein the visual representation comprises a thumbnail image representing the media object.
15. (Original) The system of claim 14, wherein the controller organizes thumbnail images in groups.
16. (Original) The system of claim 15, wherein the groups comprise:
a first group including all thumbnail images stored in the controller, and
a second group including selected thumbnail images from the first group.
17. (Original) The system of claim 16, wherein the second group comprises:
a first subgroup including one or more playlists, each of the playlists comprising one or more thumbnail images; and
a second subgroup including one or more thumbnail images in a playlist being created.
18. (Original) The system of claim 17, wherein the controller sends one play list to the appliance to request the one play list be played by the appliance.
19. (Original) The system of claim 17 wherein the controller comprises a display screen to display thumbnail images in the first group and in the second group.

20. (Original) The system of claim 19, wherein the controller further comprises a microphone to record an audio annotation associated with one of the thumbnail images, and a text input area to generate text to associate with the one thumbnail image.
21. (Original) The system of claim 1, wherein the appliance is operable to play a media object not stored in the controller, and wherein the controller imports the identifier associated with the media object by sending a request to import the identifier not stored in the controller.
22. (Original) The system of claim 21, wherein in response to the request to import the identifier not stored in the controller, the appliance sends the identifier and a reduced visual representation of the corresponding media object.
23. (Original) The system of claim 22, wherein the reduced visual representation is a thumbnail image of the corresponding media object.
24. (Original) The system of claim 21, wherein the request to import the identifier not stored in the controller is sent with payment information.
25. (Original) The system of claim 1, wherein the appliance stores the media object in a cache.
26. (Original) The system of claim 1, wherein the appliance is one in a group comprising a personal computer, a stereo receiver, and a television,

27. (Original) The system of claim 26, wherein the controller operates with multiple appliances.

28. (Original) The system of claim 1, wherein the media object is one in a group comprising a document, an audio clip and a video clip.

29. (Currently Amended) A system comprising:

first means for selecting an identifier associated with a media object and to initiate a request to play the media object identified by the identifier, the first means wirelessly transmitting the request having the identifier stored in the first means over a first network, the first network being a wireless communication network;

second means for receiving the request having the identifier over the wireless communication network, retrieving the media object using the identifier, and playing the media object; and

third means for storing the media object, wherein the second means retrieves the media object from the third means at certain times, via a second network different than the first network, when the media object is not stored in the second means.

30. (Canceled)

31. (Original) The system of claim 29, further comprising fourth means coupled to the network, the fourth means for providing the media object when the media object is not in the third means.

32. (Original) The system of claim 31, further comprising means for performing access authorization when the media object is retrieved from the fourth means.

33. (Original) The system of claim 32, wherein the means for performing access authorization comprises means for encrypting the media object and means for decrypting the media object.

34. (Original) The system of claim 29, wherein the third means for storing the media objects comprises means for synchronizing with the first means to enable the first means to have the identifiers associated with the media objects stored in the third means.

35. (Original) The system of claim 29, wherein the first means is operable with one or more second means.

36. (Original) The system of claim 29, wherein the first means comprises means for organizing the identifiers using thumbnail image representations of the media objects associated with the identifiers.

37. – 43. (Canceled)

44. (Previously Presented) A method of a network access appliance (NAA), comprising:
wirelessly receiving a request from a portable device over a first network, the request
including an identifier for identifying a media object to be played, wherein the
media object is not stored within the portable device;
in response to the request, determining whether the identified media object is locally
stored within the NAA based on the identifier extracted from the request;
accessing a first server over a second network to retrieve the media object if the
media object is not locally stored within the NAA, the second network being
different than the first network; and
playing the retrieved media object within the NAA.

45. (Previously Presented) The method of claim 44, wherein the first network is a local
wireless network coupling the portable device to the NAA, and wherein the second network
is a wide area network (WAN) coupling the NAA to the first server.

46. (Currently Amended) The method of claim 44, further comprising:
determining whether the first server contains the identified media object; and
accessing a second server over the network to attempt to retrieve the identified media
object if the first server does not contain the identified media ~~object~~object.

47. (Previously Presented) The method of claim 44, wherein the media object is
encrypted, wherein the method further comprises:
retrieving a key from the portable device over the first network, wherein the key is
stored within the portable device; and

decrypting the media object within the NAA in order to play the media object
downloaded from the first server over the second network.